

MISSION 9

THE STRENGTH OF HEROES

The Tyranid horde has broken through the hastily raised outer defenses and is implacably advancing on the small outpost established by the Ultramarines' 2nd Company. The defenses that the Ultramarines have erected are proving no obstacle to the vile xenos. Ancient Ferrox, a Dreadnought of the 2nd Company, strides forth, determined to stem the xenos tide or die once again in the service of the Emperor.

FORCES

Ultramarines

Ferrox, Ultramarines Dreadnought, with assault cannon and heavy flamer
Squad Guardatus (4 bolters, 1 flamer)
10 Termagants
1 Tyranid Warrior with venom cannon
1 Tyranid Warrior with deathspitter
1 Tyranid Warrior with devourer
6 Genestealers

Tyranids

OBJECTIVES

Ultramarines win: Ultramarines win if the Ultramarines player can destroy all the Tyranid models before the end of the game.

Tyranids win: Tyranids win if there are any Tyranid models alive on the board at the end of the game.

Game Length: The game lasts for 6 turns.

SET UP

See the diagram to see how to set up the scenery. In the centre of the board, mark out an area that is 6"x6". Squad Guardatus deploys within this area. Feel free to make or use any terrain that fits in this area – it's supposed to represent a temporary fortification for the Space Marines to defend. The 40K Ruined Buildings scenery set (available from Games Workshop) would work well here. Deploy Ferrox within 12" of the Ultramarines board edge, which is opposite to the Tyranid board edge. Deploy the Tyranid models within 6" of the Tyranid board edge.

ULTRAMARINES RULES

Squad Guardatus: The Space Marines of Squad Guardatus move, shoot, and assault as described in Mission 8. Dreadnought Ferrox, however, follows the special rules described

below.

Move: Ferrox may move 6" each turn. If he wishes to move into difficult terrain like wreckage, the Ultramarine player must roll 2D6, with the highest result being the distance he may move that turn. A Dreadnought may fire both of its weapons and move in the same turn.

Assault Cannon: Ferrox is armed with two ranged weapons and may fire both, even if he moves. His primary weapon is an assault cannon. An assault cannon has four shots and hits on a 3+. Any rolls of a 6 to hit will wound automatically with no armor save allowed. Other hits will wound Tyranid Warriors, Termagants, and Genestealers on rolls of 2+. Tyranid Warriors, Genestealers, and Termagants may not make armor saves against the assault cannon. If they are touching cover, they may make a cover save as described in Mission 8.

Heavy Flamer: Ferrox is armed with a heavy flamer as his secondary weapon. This weapon works in the same way as the flamer in Squad Guardatus as described in Mission 2 and Mission 8. However, it is far more deadly than its smaller cousin. Tyranids and Genestealers touched by the heavy flamer template are wounded on a 3+, while Termagants are

